NES–XV–USA

BANDAI® BANDAI® Instruction Booklet

XEVIOUS™

THE AVENGER

Licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM®

BANDAI®

This game is licensed by
Nintendo for play on the

Nintendo
ENTERTAINMENT SYSTEM®

Xevious is a trademark of Namco, Ltd.

©1983, 1984, Namco, Ltd.

Bandai is a registered trademark of Bandai America, Inc.

Nintendo and Nintendo Entertainment System are
Trademarks of Nintendo of America Inc.

1. Game Description

XEVIOUS is the classic arcade game brought to home use by Bandai.

The game begins with Solvalou fighters flying over the *XEVIOUS* enemy territory. You are controlling Solvalou with its anti-aircraft missiles and surface bombs. The bomb sight is shown on the indicator attached in front of Solvalou so you can drop bombs on the enemy bases as they appear during your flight. Additionally, the enemy Floating Fortresses, Ando Ageanesis will appear. Your goal is to destroy them and proceed on with your mission.

Please read this instruction booklet carefully to ensure proper handling of your new game. Save the booklet for future reference.

Precautions

1. Turn off the power when inserting or removing the Game Pak.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol or other such solvents.

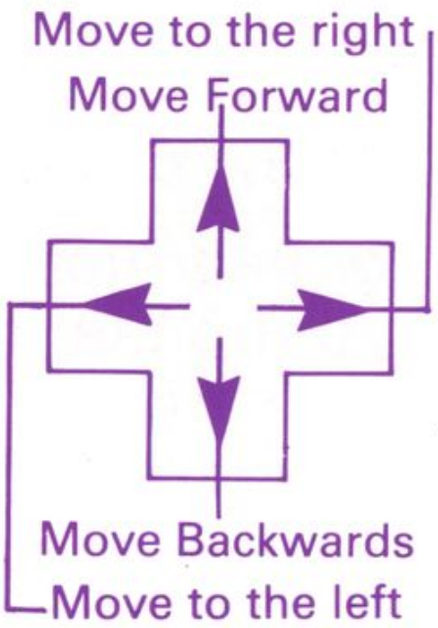
Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

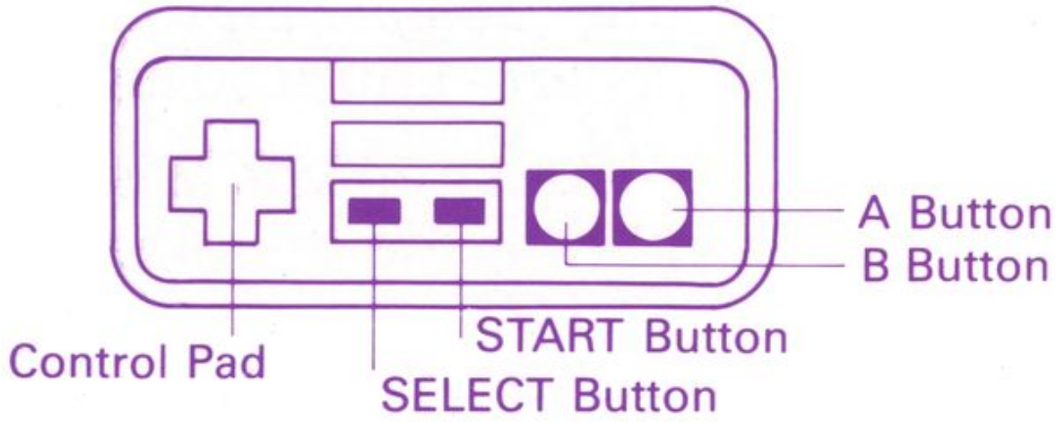
Contents

PAGE

1. Game Description 1
2. How to Operate the Controller 3
3. How to Play the Game 5
4. Characters 6
5. Winning Strategies 11

2. How to Operate the Controller





A Button: For bomb dropping.

B Button: For anti-aircraft missile launching.

Start Button: For game start/pause.

Select Button: For selection of 1 player/ 2 players.

Control Pad: For moving of your fighter "Solvalou".

When you press *"Select"* or *"Start,"* you will move to the "Select" screen. Choose either one player or two players by using the *"Select"* button, and then press the *"Start"* button. The game will now begin.

Pause–If you wish to stop or interrupt play in the middle of a game, press the *Start* button. If you press it again, the game will continue.

Even when you press the *"Reset"* button, the highest score will not disappear from the screen.

3. How to Play the Game

Operating Solvalou–Surface bombs and anti-aircraft missiles are Solvalou's weapons. Drop one bomb at a time and/or shoot missiles continuously. Bomb sight indicator flashes red when sighting *XEVIOUS* enemy objects below.

Enemy–The *XEVIOUS* enemy forces are in the air and on the ground. Generally more points are scored for hitting the enemy ground forces. The *XEVIOUS* enemy weapons are defined by their shapes.

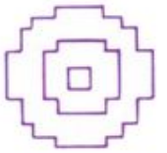
Area–The borders between the game areas are indicated by forests. If you are shot down in the first 70% of an area you will return to the beginning of that area. If you have proceeded further than 70% of an area, and are shot down, you will advance to the next area.

4. **Air Characters**

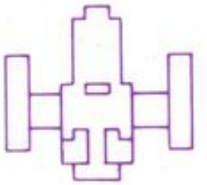
Solvalou
Your fighter plane capable of fighting against *XEVIOUS* forces

Talken
Manned plane that retreats off-screen after attack

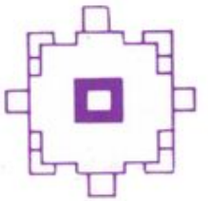
Zkart
Suddenly appears then disappears as it fires at Solvalou



Torroid
Attack drones

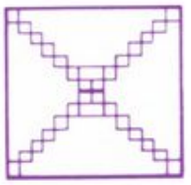


Jiara
Corkscrew flight attack plane

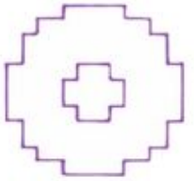


Zoshee
Mysterious fighter–beware!

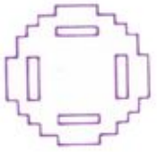
5. Ground XEVIOUS Enemy Forces



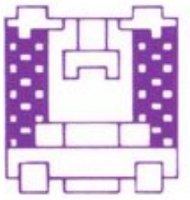
Barla
small and large sizes that do not attack Solvalou



Logram
Appears from everywhere and fires missiles continuously

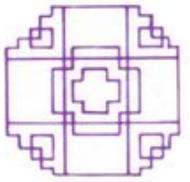


Solbak
when destroyed, enemy's attack power is temporarily decreased



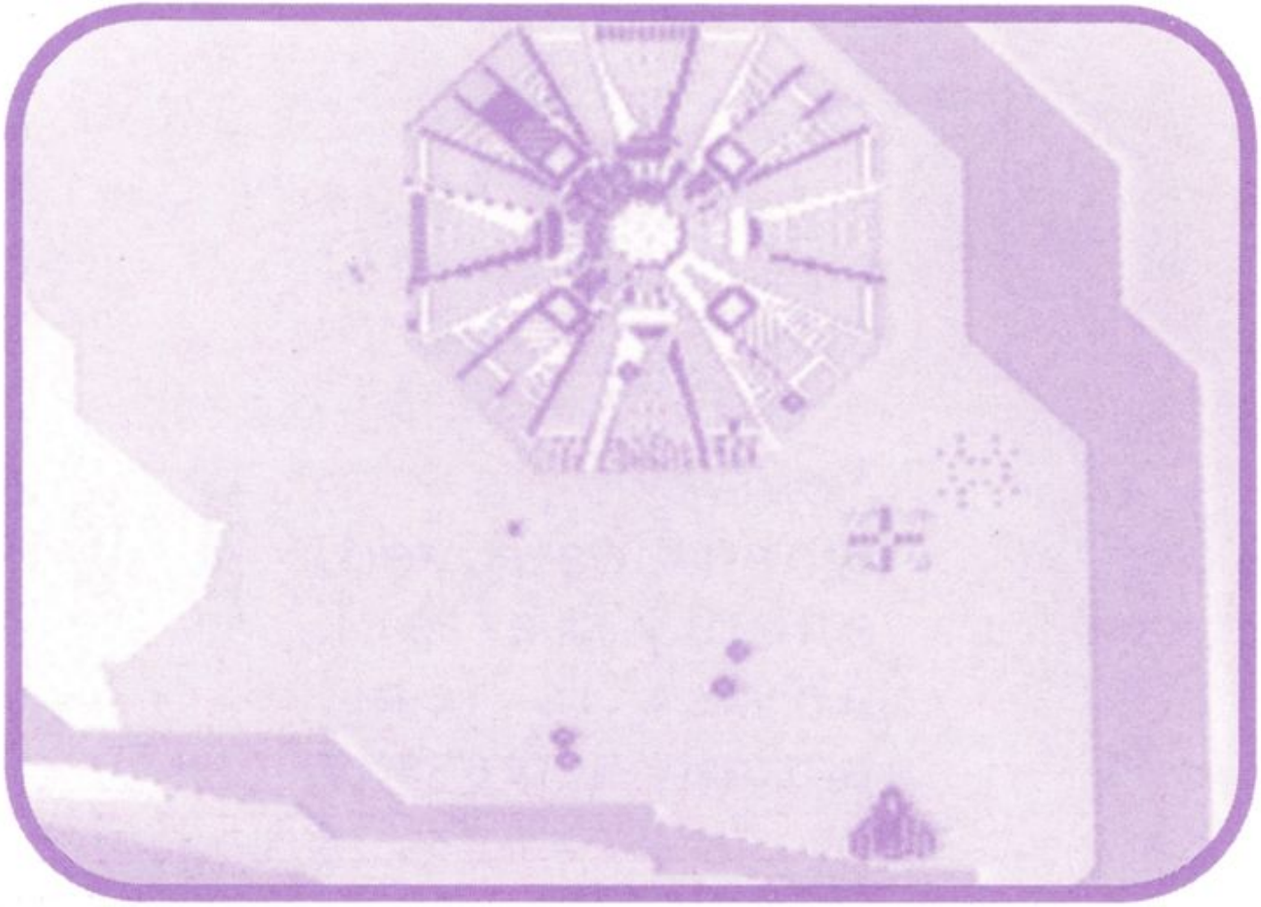
Globder
manned amphibious vehicle that will not attack Solvalou

Domogram
attacks while moving along roads

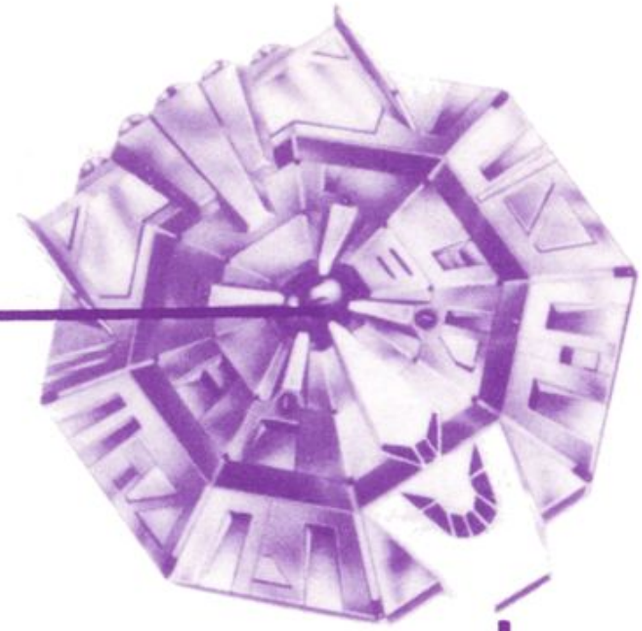


Deloda
high fire power–beware!

Enemy Forces

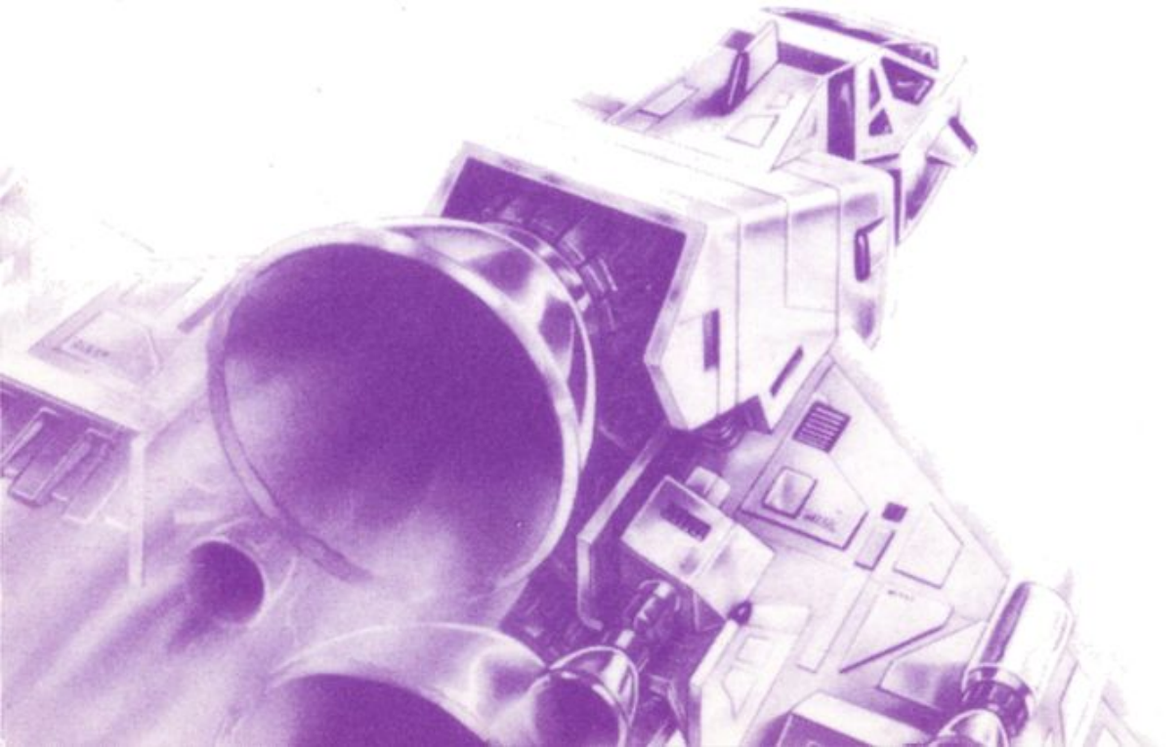


Ando Ageanesis Floating Fortress



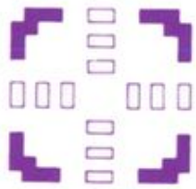
The Core

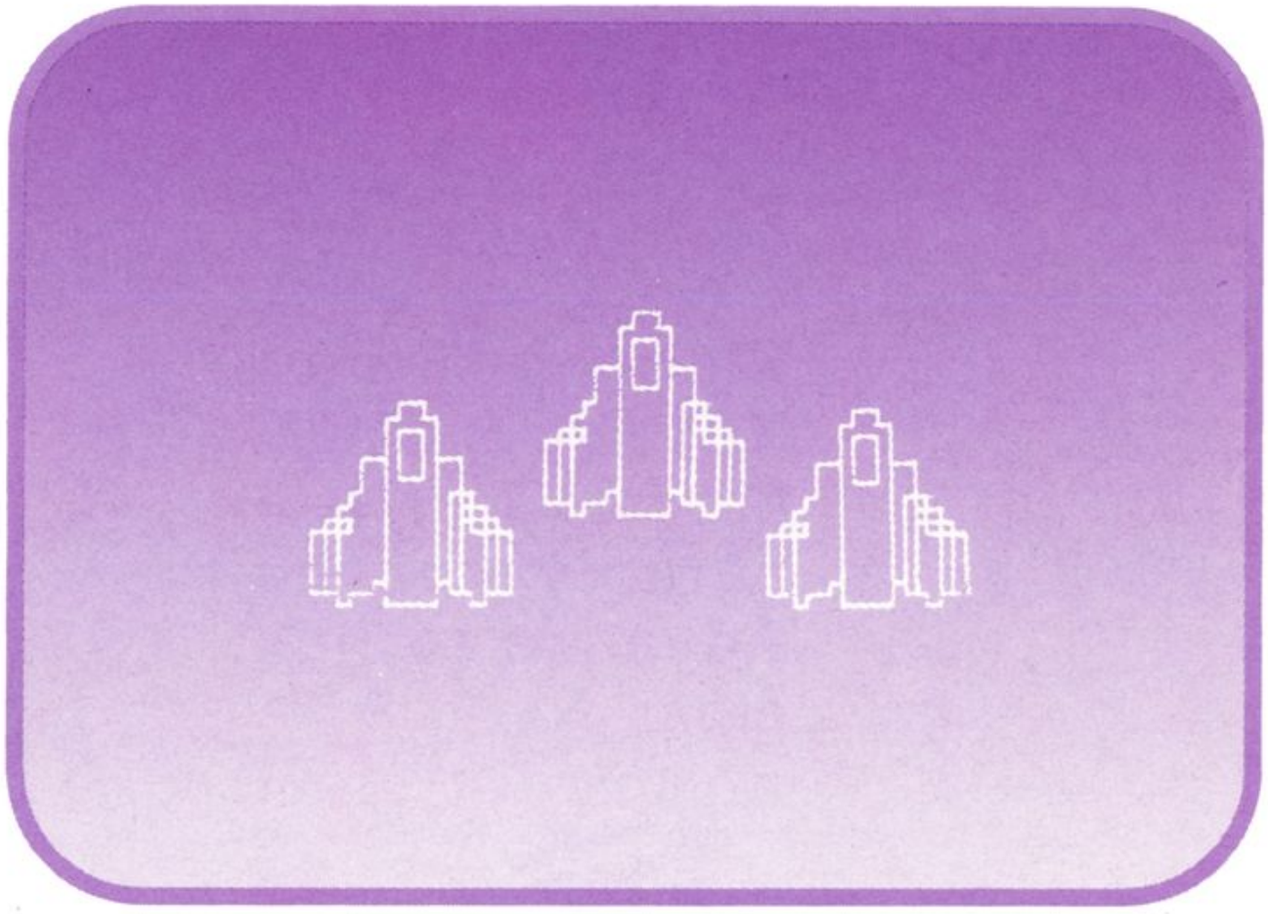
When bombed, *XEVIOUS* attack fire-power is temporarily stopped. Advance to next area.



Weapons Port

Fierce attacks come from here. Avoiding these attacks is most important.



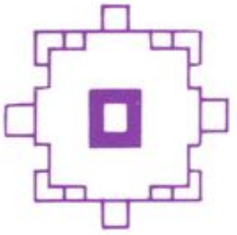


The remaining number of Solvalou fighters are shown in the center of the screen at the beginning of each game.

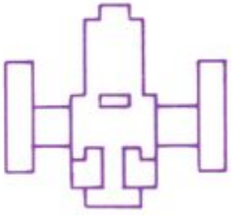
Scores of 20,000 and 60,000 points will add 1 Solvalou fighter. For each additional 60,000 points an additional Solvalou fighter will be added.

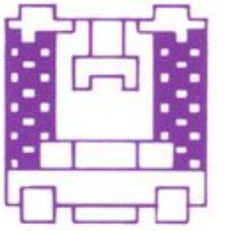
6. ***Winning Strategies***

XEVIOUS troops become increasingly fierce. To defend against them, you must destroy the enemy information system, Solbak, so that the *XEVIOUS* fighting capabilities will be reduced.



Enemy positions follow patterns. Learn to recognize patterns to increase your ability to destroy them.





90-Day Limited Warranty

90-DAY LIMITED WARRANTY:
Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-213-926-0947. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the Bandai service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America, Inc.
Consumer Service Department
12951 East 166th Street
Cerritos, CA 90701

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY.
If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America, Inc. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

WARRANT LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BANDAI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Distributed by Bandai America Inc., Cerritos, Ca. 90701

PRINTED IN JAPAN